

ABSTRACT

A method for concealing errors in texture partition of a video packet is described. The method includes determining a particular macroblock within the texture partition where error is detected, concealing the error starting at the particular macroblock, and evaluating image smoothness of concealed macroblocks. The concealing and evaluating are repeated with one more macroblock added prior to the previous particular macroblock. The concealing and evaluating are repeated until all macroblocks in the texture partition have been concealed. A set of macroblocks, including a combination of decoded and concealed macroblocks, that produces best image smoothness is then selected to replace the corrupted texture partition.